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Yun Ultra Street Fighter 4 Arcade Edition Moves, Combos, Strategy Guide

Guide last updated on June 2, 2014 at 9:12 p.m. PDT

Cmt. 50

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• Moves and Strategies • Frame Data • Hit Boxes •

Character Overview

Yun and his infamous Genei Jin are back and just as strong as ever in Super Street Fighter 4. Yun is shaping up to be one of the best offense-based characters in the game with his heavy comeback factor, quick dive kick and powerful special moves.

He's very fast and his comboability is very strong letting Yun apply a lot of offensive pressure with few gaps while setting up damaging combos along the way. All of this endless rushdown helps him build up Super meter very quickly so he can unleash a Genei Jin and do a ton of damage.

Yun exists solely for offense, and because of that his defense is weak. He can't take a lot of hits due to his stamina ranking. There is also no way to FADC his Dragon Kicks, which is his only invincible reversal. This forces him to stay in the opponent's face constantly to prevent being rushed down himself.

Since Yun is so dependent on the dive kick to close the distance and apply pressure, he has a rough time against uppercut characters like Sagat and Ken. Characters such as Viper and Fei Long who can close the distance safely and prevent Yun from attacking also excel against him.

• Strengths •
+ Fast movement speed.
+ Capable of applying a lot of offensive pressure.
+ Has some very damaging combos that lead to advantageous knockdowns.
+ Dive Kick setups and command grab can be very difficult to counter.
+ Genei Jin is an incredibly effective super move.
+ Very useful target combos.
+ Nearly all of his special moves juggle the opponent.

• Weaknesses •
- Low stamina rating.
- Grounded special moves require good timing and spacing to be safe.
- Requires non-stop offense.
- Cannot FADC his Dragon Kicks.
- Most invincible reversal is slow.

Live Streams

Name	Viewers
SaltyBet	341
Unequalled Media	100
Green Arcade Korea	51
PJS Winning	51
Joniosan	42

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Tiers

Gains		Losses	
Dhalsim USF4	0.5824	Decapre USF4	-0.6030
Fei Long USF4	0.5400	Tsubaki BBCP	-0.3999
Ragna BBCP	0.5000	Hakumen BBCP	-0.2618

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Special Moves

Zesshou Hohou (Lunge Punch)

Damage	Light 90	Medium 110	Hard 130	EX 140

Properties

Yun leaps forward with his fist out and the strength of button determines how long this move takes to start up and the distance it travels. Light Lunge Punch travels the least distance, but starts up the fastest.

Each version only hits once but they all knock the opponent down right in front of you. Regardless of the version used, if you space it so that Yun strikes at the very end of the lunge then Yun is safe from nearly all counter-attacks. This is much harder to do with the Light Lunge Punch though.

You'll want to be using this move to approach the opponent safely. It starts up quickly for such a long-range move and puts you safely in front of the opponent provided that you space it correctly. This move also works well in juggles and can be comboed after quite a few special moves, not to mention your Ultra 1.

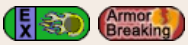
You can FADC the beginning or the end of this move to make it safe. A great choice if you poorly space your Lunge Punch.

EX Version: This is Yun's best EX move by far. Not only is this move safe on block, but it leaves you at frame advantage in front of the opponent giving you time to apply a mixup. If both hits land on a grounded opponent, you can juggle into Ultra 1 anywhere on the screen. If you don't have Ultra 1, you can simply juggle into a Light Lunge Punch for extra damage.

It may be tempting to abuse this move at first, but any good player will be watching for it. It has a hard time catching neutral jumpers due to the way the move travels. Also, it's much easier to juggle into Ultra 1 from this move in the corner, with midscreen your timing has to be very quick.

Kobokushi (Palm Strike)

Damage	Light 0	Medium 160	Hard 160	EX 160

Properties 

This palm attack has a surprising amount of range and does more damage than all of Yun's specials. It has the power to negate projectiles and do lots of chip damage safely to opponents.

The Light version is a fake palm. Use it for one of two purposes; to cancel into it from a blockstring so that you can tick into Zenpou Tenshin, or to bait opponents into attacking you so that you can respond with a Dragon Kicks or Ultra.

The Medium and Hard versions have exactly the same damage, startup and recovery while being completely safe on block. Use these versions to build meter full-screen or to cancel out projectiles for even more meter. You can also use the Palm Strike on the opponent's wakeup, since trades against reversal attacks will usually work out in your favor damage-wise. It can also catch backdashes if they have short range.

The Palm Strike is classified as a projectile attack, so certain moves that can beat projectiles can travel straight through it. You'll want to be careful since many characters have EX moves that travel through fireballs easily and they can exploit this advantage. For this reason, you'll want to be careful how close you are to an opponent before you start the Palm Strike.

EX Version: If the EX Palm connects, the opponent will bounce off the wall allowing for some easy juggles into Light Lunge Punch or Hard Dragon Kicks. This move is extraordinarily unsafe on block, but it has quite a lot of lower-body invincibility. There's not much use for this move unless you are doing a very punish or a post-stun combo.

Nishokyaku (Dragon Kicks)

Damage	Light 120	Medium 130	Hard 140	EX 100

Properties

This is Yun's main anti air special move and his only invincible reversal. The Light version comes out the fastest and has the most invincibility, making it the best anti-air. Unfortunately, the Light and

Medium Dragon Kicks whiff completely on crouching characters meaning that you really can't use this as a reversal.

When it comes to reversals, only the Hard Dragon Kicks can be used reliably. While the Hard version is the slowest of all the Dragon Kicks, it has a huge amount of invulnerability to beat a lot of attacks and hits both crouching and standing characters.

The Hard version is the best one to use to avoid crossup attacks on wakeup because Yun will fly the whole way across the screen where it is very hard to punish him.

When it comes to combos the Hard Dragon Kicks is the best ender because it knocks the opponent down directly in front of you. You can also use the Light Dragon Kicks to combo into Ultra 1 against certain characters. Regrettably, you cannot FADC Dragon Kicks at any time.

EX Version: EX Dragon Kicks starts up the fastest out of all the versions but it has the least amount of startup invincibility. If you're trying to punish poor safe jumps then this is an escape option. It can also hit crouching opponents unlike the Light Dragon Kicks.

Because this version recovers the fastest on the ground, it's possible to connect a Lunge Punch after EX Dragon Kicks juggles the opponent.

Tetsuzankou (Shoulder)

Damage	Light 100	Medium 125	Hard 140	EX 150

Properties

This makes Yun slide forward while performing a shoulder attack. This is another potential combo ender for Yun or a punishing attack.

The Light Shoulder starts up the fastest and is easy to combo into. It's also mostly safe on block, but if you end up too close to the opponent some characters can reach you with Light Attacks. It also does not knock down on hit. It's still a great move to use in a blockstring if the opponent doesn't have a dragon punch at their disposal.

The Medium and Hard Shoulders are very unsafe on block but have the ability to pass through projectiles during the middle phase of the move. If you do land either version you can follow up with a Lunge Punch juggle since they knock the opponent high into the air.

All of the Shoulders can be canceled into Genei Jin. No matter which version you use to start your Super, you should be able to combo and juggle cleanly once it starts. Since the Light version is the only one that can be comboed into it will be your most common path to Genei Jin.

EX Version: EX Shoulder starts up faster than the Light Shoulder and is invulnerable to projectiles throughout the duration of the move. It is just as super unsafe on block as the Medium and Hard versions though. It hits twice with the the second hit knocking the opponent into the air, and works well during juggles.

Flip Grab (Zenpou Tenshin)

Properties

This command grab is a very powerful one and is one of the reasons why Yun is such a feared opponent up close. It does no damage, but it places the opponent in enough hitstun for you to follow up with some very damaging combos.

It has an amazing amount of range and you'll want to tick into it from either your crouching Light Punch or Kick. Despite being a little slower than the average command grab, it's still quite a useful move. If you aren't using Zenpou Tenshin, then you are cutting yourself off from one of Yun's best moves.

The button pressed makes no difference in terms of range or hitstun. All versions have the same reach. It also has no invincibility to any attacks or throws. The whiff recovery of Zenpou Tenshin is also massive, so be very wary of opponents trying to get away from your command grab game.

EX Version: This version has a lot more range than the regular Zenpou Tenshin, which is quite crazy. It also starts up a little faster while being invulnerable to throws. Definitely one of Yun's best EX moves.

Super and Ultra Moves

Super — Genei Jin

Yun's Genei Jin defines him as a character due to its unique abilities. While it isn't the focal point for Yun's gameplay like it was in Third Strike it's still good enough to deal heavy damage to opponents while placing them in the corner. Just like in Street Fighter 3 all moves performed during Genei Jin do zero stun.

When Yun activates this Super it has zero-frame startup, meaning that the activation cannot be punished. Once it starts, the recovery on Yun's grounded normals change to almost zero allowing him to attack mercilessly with pokes and hit confirms. All of Yun's special moves also gain the faster recovery boost which allows him to perform juggles that were initially impossible to do.

The Genei Jin also changes the way certain moves juggle and strike the opponent. For example, the Hard Lunge Punch now does three hits when it used during Genei Jin mode which makes juggling possible. Yun's Senpuukyaku now juggles the opponent when it did not initially. Normal moves that would normally reset an opponent in the air now maintain aerial juggles. Other examples exist.

Although this Super does eventually get damage scaled heavily, it's possible to reset the opponent and go for more setups while Genei Jin is still active. Zenpou Tenshin is quite easy to sneak into a Genei Jin pressure string. As an extra bonus Genei Jin can stay activated throughout Yun's Ultra 1, so he can continue a juggle after the Ultra animation is complete.

Once you've caught your opponent in a juggle, you'll want to repeatedly juggle them with Palms, Dragon Kicks, Shoulders, Overheads, standing Hard Kick, and other assortments of moves. Practice your ideal Genei Jin combo in training mode so that you can pull it off no matter where you are on the screen.

Ultra 1 — Youhou

Damage	Ultra 1 375

Properties	Armor Breaking

Yun's Ultra 1 starts up quickly and is a very easy Ultra to combo into. The startup speed makes it possible to use Youhou as an anti-air, though you have to have fast reactions. It can be comboed into from a variety of situations and setups. You can also juggle after this Ultra with a Hard Lunge Punch no matter where you land it. Combo setups:

- EX Lunge Punch
- Hard Punch Shoulder FADC
- Light Dragon Kicks (one hit only)
- Target Combo 4 FADC juggle (Corner only)

This is the most popular Ultra choice for Yun because it gives him easy access to extra damage in his combos. If you activate this Ultra while Genei Jin is active, you won't get a full cinematic of damage but you will be able to combo afterwards with a few more juggles before your Super timer runs out.

Ultra 2 — Sourai Rengeki

Damage	Ultra 2 435

Yun flies forward with a series of elbow strikes and during this time he is completely invincible to projectiles. Due to the range he flies forward this Ultra is a great choice to punish projectile throwers or to punish long-distance moves that can't be reached with your Lunge Punch.

There is no way to combo into this Ultra other than with a Focus Attack.

Target Combos

Target Combo 1

You need to still be airborne after the Jumping Light Punch lands for the second hit of the target combo to connect. Good jump-in for breaking anti-air Focus Attacks from your opponent.

Target Combo 2

No use for this Target Combo.

Target Combo 3

You can use this combo as a two-hit poke, but Yun's sweep has average range and slow startup.

Target Combo 4

Yun's best target combo and a very dangerous one. Yun's standing Medium Punch has incredible range and the first two stages of this move are safe on block.

You can easily hit confirm into a knockdown with this move and it's great for whiff punishing as well. This target combo's ability to beat out other normal attacks should also not be underestimated.

Target Combo 5

A simple hit confirm target combo where the last move is special cancelable. Unfortunately due to the strength of Yun's links into his Medium Punches this target combo is largely unused.

Combos

Cancel into Medium Lunge Punch	2 Hits Damage 170
A simple combo starting from a low attack.	
Link Link Link Cancel into Hard Dragon Kicks	6 Hits Damage 175
An easy and useful link combo starting from a crouch tech. None of Yun's normal moves chain, so all the individual parts of the combo require you to link. It is not at all difficult to do though.	
Link Link Link Cancel into Hard Dragon Kicks	5 Hits Damage 258
The soul crusher. Does amazing damage and stun for no meter and sets up a knockdown mixup for you.	
Link Cancel into Light Lunge Punch	4 Hits Damage 127
A great crouch tech combo for Yun. Feel free to subtract or add any crouching light kicks.	
EX Up Kicks, juggle Light Lunge Punch	3 Hits Damage 190
An invincible and powerful juggle combo. End ground combos in EX Up Kicks if you're trying to finish someone off.	
Target Combo 4 FADC (Level 1), Dash Forward, Ultra 1	8 Hits Damage 346
Very easy and terrifying combo as this dangerous target combo leads to Ultra 1 in the corner.	

Notable Normal Moves and Unique Attacks

or or

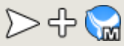
Raigeki Shuu (Dive Kick) [Air Only]

Yun's dive kick is an incredible move for a variety of reasons. It's fast, difficult to interrupt and can lead to big combos or a command grab depending on whether it hits or not. You'll want to be using this move often, but when to activate it and which version to use is also important. This move can be blocked high or low so the real mixup starts when you land.

Yun can only activate Raigeki Shuu if he is jumping neutrally or forward. You can cross up with this dive kick to apply a mixup, so in order to do that make sure Yun's foot strikes the back of the neck of the opponent. To make this move safe and to give yourself frame advantage, you'll want to be hitting the opponent right in the knees or toes with this move. This will allow Yun to recover on the ground the fastest.

The Light version travels almost straight down and is great for baiting anti-air special attacks and crossing up. The Medium dive kick travels farther forward and is the most used version for approaches since it's easy to angle this move into the opponent's lower body. The Hard version is great for long-range approaches due to its shallow angle of movement, but is the easiest to anti-air.

If you just blindly attack with this move, you'll get hit out of it a lot by anti-air normals or standing normals. You'll want to dive kick after you knock the opponent down, or after a charge character surrenders their charge, or after someone whiffs a ground poke. Try to maintain an airborne state with well-spaced neutral and forward jumps so that you can dive kick whenever you need to.



Turn Kick (Overhead)

Yun does a turn kick that must be blocked high. You can also use this to cross up a grounded opponent to quickly switch sides. A simple mixup move.

If you use this during Genei Jin, the shorter recovery now assigned to this move will allow you to combo from it. It will also relaunch aerial opponents and move Yun's body forward, which is important for maintaining juggles.

Close Standing Medium Kick (Launcher)

An anti-air option for Yun, although he doesn't need it. You can Jump Cancel this move on hit or block to either make it safe or do a follow-up attack.

Dakai (Step Palm)

Yun throws out both of his hands and takes a huge step forward, and if you space this move correctly it is safe on block. A fantastic poke at mid range.

Due to the big step Yun takes before he attacks, it's possible to go under aerial attacks and hit opponents with the left side of the move. It also knocks down.

Standing Light Kick

Yun's fastest standing normal. It's also special cancelable. If you're unsure whether or not you can punish a move then try this normal move. Cancel it into a Light Lunge Punch to get a knockdown if you land this attack.

Key Airborne Attacks

Jumping Medium Kick has a lot of range, Jumping Hard Kick is a good air-to-air attack and Jumping Hard Punch is a good combo starter, when your opponent leaves themselves open.

Other Resources and Credit

You can find more information about playing Yun on the Central Character Discussion Thread on the EventHubs.com forums.

Contributions to this guide by Nyoronoru, RPGFighter and Nagashiki.

Comments

Diamondis said on December 15, 2010 at 5:35 a.m.

I would assume it means that, when activated, his moves do more damage relative to what they did in 3S under the effects of his super; probably because he can't generate super meter as fast as in 3S.

#1

Ryu_Apprentice said on December 15, 2010 at 5:37 a.m.

yun's da man

#2

Intern_Eddie said on December 15, 2010 at 5:47 a.m.

@1 "Please, extrapolate."

lol definition fail.

#3

TheMonkey said on December 15, 2010 at 6:37 a.m.

Yun has a super jump?

#4

Thirtyfour said on December 15, 2010 at 7:16 a.m.

these look like 3s bnbs

#5

Baha said on December 15, 2010 at 7:33 a.m.

Sounds like we will have an intresting character to add to the cast.

#6

Storm789r said on December 15, 2010 at 9:43 a.m.

Yun will be a ton of fun to watch!

+ Ive been thinking. Evil ryu and "Shin" Akuma are color swaps, which means if DLC is released and free Capcom saves a lot of money. If thats the case, I understand

#7

Felecorr said on December 15, 2010 at 10:30 a.m.

^----Agreed. If that means free AE, I'll take it.

#8

melflomil said on December 15, 2010 at 12:26 p.m.

Wow yun has a launcher!!!!??? This will be interesting. I guess all 3rd strike characters have great offense In. ssf4 but will have poor defensive options. If Elena was in she would be a combo maniac with all her juggles and great pokes

#9

Anon said on December 15, 2010 at 12:34 p.m.

lol how can eventhubs have a "guide" posted when AE isn't even out yet. just looking for site hits imo

#10

Blazingsoldier2002 said on December 15, 2010 at 12:43 p.m.

@melflomil

Yang has the same launcher, different target combos. One of Yang's combos into Ultra ends in cl.MK -> Dash -> Raishin Mahaken (leading me to believe he can just straight cl.MK -> Dash -> Ultra 1).

@bokchoy

"extrapolate (k-strp-lt)

To estimate the value of a quantity that falls outside the range in which its values are known."

Extrapolate and Elaborate are interchangable.

#11

HouseOfPaincakes said on December 15, 2010 at 4:16 p.m.

@Anon

There have been location tests of the Arcade Edition so people have had a chance to play with him. I never played 3S so I was personally interested to know how he plays.

#12

SaikyoRyu said on December 15, 2010 at 10:14 p.m.

Low damage, needs long combo's? That's what I didn't like about king of fighters 12, I think I'll pass on this one.

#13

Grevier said on December 15, 2010 at 10:23 p.m.

I would like to know if Yun has something safe like Rufus Falcon Kick > c.LK > Light Tornado, im not very good at linking and i would like to base my game in Special Cancelling Safe, can i do this with Yun too like I do normally do with Rufus ?

#14

yode said on December 16, 2010 at 8:59 a.m.

@Grevier
Why would you use that combo instead of divekick cr.lk st.hp x hp galactic tornado... its still safe.

#15

kungfuk1d69 said on December 16, 2010 at 9:25 p.m.

I wonder if it's gonna be hard for me to change from Dudley to Yun? I used to main Rufus in vanilla. Yun is my fav character EVER in the SF series.

#16

Khutchinson said on December 19, 2010 at 12:15 p.m.

Does anyone know when this I'd coming to console???

#17

rpgfighter said on December 19, 2010 at 10:53 p.m.

Grevier:

From what I have seen, LP Shoulder (SRK.LP) looks completely safe.

#18

brunorochaxx said on December 25, 2010 at 2:23 p.m.

´´- Can have problems against grappler characters like Zangief and T. Hawk ´´

Against T. Hawk, I don't think so....
T'hawk's dive attack can be easily punished...

#19

Steam said on January 16, 2011 at 7:16 a.m.

It's sad how the old characters get outclassed by the new characters that have 5+ target combos in comparison with the 1-3 target combos that old characters have.

#20

Remster said on February 2, 2011 at 9:50 a.m.

@Brunorochaxx

T hawk has no need to dive at Yun as yun needs to be the one applying the pressure, which the grapplers can counter well

#21

kryptonkandor said on March 29, 2011 at 12:50 p.m.

SUPER JUMP??????????????????????????

#22

D3T0X said on April 6, 2011 at 10:50 p.m.

I've been using him for 3 months now and I've found a few useful combos

1(cr.LK 3x to QCF+LP)

2(cr.LK,cr.LP,st.LP,st.MP,dp+K or target combo[MP~HP~b+HP] your choice)

3(target combo#2[LP~LK~MP], EX QCF+P to ultra 1)

As for ultra 2, looks cool but not as strong as ultra 1

Yun's Palm(QCB+P) is REALLY GOOD

End of discussion
Ridiculous hitbox, safe, and it built super meter quickly

Ive never actually use his super successfully so I don't bother with it

So far that's what I have

Thats all

#23

Novacane said on April 9, 2011 at 6:56 a.m.

I think the only time Yun will have problems against grapplers is using his dive kicks wrong, mashing and messing up combos.

But dont take my word for it.

#24

D3T0X said on April 9, 2011 at 10:26 p.m.

That's where his palm comes in handy

Try it before and it works

#25

SteveTheTurtle said on April 23, 2011 at 1:33 a.m.

For all his offensive kick-assery, he's still just a degenerate punk skate kid.

#26

THE_GODDAMN_MASTER said on April 23, 2011 at 10:05 a.m.

Uninspired character design, unoriginal moveset, and his Super is almost identical to the V-isms from Alpha.
So why, oh why, does he have to be god-tier in everything?

#27

Endgame said on April 23, 2011 at 10:19 a.m.

#29 I would not say he is an uninspired character design or has an unoriginal moveset, because you do not see any other characters with moves like Yun. Though Genei-Jin is similar to V-ism.

#28

Ex_Ein said on April 23, 2011 at 3:53 p.m.

His move set is an expanded version of Gen's Crane with a touch of Lee from SF1 same, just like Yang is Mantis with a touch of Lee

#29

Kenshiro said on April 23, 2011 at 6:56 p.m.

Please don't turn this into a whine fest. His HP is lower than average and his Genei-Jin still takes time to abuse.

#30

hitmanr92 said on April 24, 2011 at 2:57 a.m.

I hate this Chinese S0B

#31

D3T0X said on May 3, 2011 at 11:24 p.m.

Why is everybody so SALTY!!!
Dayum!!!

#32

xoverlord1022x said on May 4, 2011 at 12:29 p.m.

@34 yea she has 9

#33

JDM98Ferio said on May 5, 2011 at 1:06 p.m.

Yun's ex shoulder goes through fireballs while Guy's does not! :(

#34

kyliushong said on May 9, 2011 at 7:44 a.m.

Hey, I have a problem link ex lunge punch after standing medium punch. I try to time my execution : very fast and normal speed. Some times it link but most of the time it will be blocked. Suggestions?

#35

THE_GODDAMN_MASTER said on May 13, 2011 at 6:53 a.m.

Oh, he has 900 HP? Well, that changes everything! Silly of us to think that his faster meter building, more damaging combos, insanely good normals and specials would make him god-tier; he has the same amount of health as Ibuki, he must be balanced!

#36

FlawlessMatador said on May 18, 2011 at 1:50 p.m.

#39 tries to hard to get others pity him.

#37

yunandyang said on June 1, 2011 at 6:21 p.m.

Should i main yun yang fei or sagat

#38

fightclub said on June 2, 2011 at 4:41 a.m.

Just play something else 39.Even though points are valid alot of people will get to know fei and the twins.he has low health because he has too many options..I play him passive aggressive build meter from fullscreen until i chose to rushdown and win.fei is not a great matchup and makoto is doable but not great.by doable i mean 5 5 because she is a mini grappler.fei has a better ground game.
_

#39

Kuya117 said on June 5, 2011 at 9:08 a.m.

They also forgot to mention in the Character Overview that he is in fact the best character in the game lol

#40

TheShotokan said on June 6, 2011 at 9:25 a.m.

(This user was banned.)

#41

NZBison said on June 24, 2011 at 12:54 a.m.

ummmmmm anyone know if they gnna make trails for these characters

#42

DarknessFallz said on July 12, 2011 at 2:59 p.m.

Why is his palm classified as a projectile? You can't absorb or reflect it with rose who can absorb or reflect all projectiles and it breaks armor so I don't get this as a projectile. Oni's far FP negates projectiles but it isn't classified as one is it?

#43

0 said on July 23, 2011 at 8:03 p.m.

I didn't see this anywhere on here, but you might want to add that Yun's Target Combo 4's last hit can be canceled in to his Super, allowing him to start juggling immediately when it starts.

#44

gamingboi said on August 11, 2011 at 3:03 p.m.

im a decent sf player but today i finally decided to download ae and than i finally fought my first yun player without knowing anything about yun he beat me 2 times in a row by just standing there and spamming the cheap palm strike because the palm move kept canceling any moves i did to him so i finally beat him in my 3rd try by using guile and making him come to me and than it turned out he wasn't even a good player i don't think yun is broken but he's too overpowered and his meter build was so crazy

#45

Spabobin said on October 9, 2011 at 10:43 p.m.

Just thought I'd point out that you can technically combo into Yun's U2 with a well-timed jump in attack such as j.HP>U2. Obviously that's not a very good way to combo as there's no hit confirm but it's still wrong to say you can't combo into U2. Also during Yun's super you can combo into U2 without getting the full cinematic.

#46

Azure_Murasame said on September 23, 2012 at 12:53 p.m.

How similar is this to Juri's Feng Shui Engine (Ultra 1)?

#47

RedRyu said on October 18, 2013 at 3:57 p.m.

Ssf4's wolverine, everyone. Nuff said. :/

#48

franciscois said on October 19, 2013 at 7:09 a.m.

you should add one of the most used combos: cr.LK, st.LP, cr.MP, st.MP into Dragon Kicks

#49

kevontay said on February 17, 2014 at 1:53 p.m.

Something that people overlook imo is that Yun can combo into a full animation U1 from a close standing MK if timed properly at their highest point in the air. Some setups include:

Divekick > cl MK > U1 > MP Lunge Punch
J HP > cl MK > U1 > MP Lunge Punch (500 dmg at max ultra)

Not to mention if you're in or close to the corner, GJ after U1 can result in 700-800 damage if you know what you're doing. I don't know what I'm doing, so I can only get about 730.

But yeah, try to think in terms of, if divekick connects, I get a free ultra.

#50

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